

AMENDMENTS TO THE CLAIMS

Claims 1-7 (Canceled)

8. (Withdrawn): A game apparatus operated by motions of a game player opposed to a display screen, comprising:

an operation device to be operated by the game player, to be moved, and configured to emit light;

a position detector for detecting light from the operation device at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device;

a command display, said command display presented on the display screen, said command display for commanding a prescribed operation to the game player; and

a control unit for controlling a game, based on the trace of the operation device, detected by the position detector, and configured to judge whether or not the game player has operated in accordance with the prescribed operation commanded by the command display, and controls the game, based on a judgment result;

wherein on the display screen, a plurality of positions to which the game player can respond are configured to be displayed, and a command mark is configured to appear at a preset appearance position and to move to one of said plurality of positions; and

the control unit is configured to judge at a timing that the command mark arrives at said one of the positions whether or not the game player has responded to said one of the positions.

9. (Withdrawn): A game apparatus according to claim 8, wherein

the command mark contains a command of a specific operation;

the control unit judges at a timing that the command mark arrives at said one of the positions whether or not the game player has responded as commanded.

10. (Withdrawn): A game apparatus according to claim 8, wherein

the operation device is to be operated by the game player in the game player's hand; and

said plurality of positions are configured to be displayed at locations where the game player can operate the control unit with himself positioned at the center.

11. (Withdrawn): A game apparatus according to claim 9, wherein

the operation device is to be operated by the game player in the game player's hand; and

said plurality of positions are configured to be displayed at locations where the game player can operate the control unit with himself positioned at the center.

12. (Withdrawn): A game apparatus according to claim 8, wherein

the light emitter is configured to be put on a part of the body of the game player; and

said plurality of positions are configured to be displayed at locations where the game player can operate the control unit with himself at the center.

13. (Withdrawn): A game apparatus according to claim 9, wherein

the light emitter is configured to be put on a part of the body of the game player;

and

said plurality of positions are configured to be displayed at locations where the
game player can operate the control unit with himself at the center.

14. (Withdrawn): A game apparatus according to claim 10, wherein

the operation device has a shape of a percussion musical instrument which is
operated, gripped in the hand, and further comprises a vibration detector for detecting
a vibrated state of the operation device; and

the control unit is configured to control the game in accordance with at least one
of a position of the operation device and the vibrated state of the operation device.

15. (Withdrawn): A game apparatus according to claim 11, wherein

the operation device has a shape of a percussion musical instrument which is
operated, gripped in the hand, and further comprises a vibration detector for detecting
a vibrated state of the operation device; and

the control unit is configured to control the game in accordance with at least one
of a position of the operation device and the vibrated state of the operation device.

16. (Withdrawn): A game apparatus operated by motions of a game player
opposed to a display screen, comprising:

a light emitter to be disposed at a prescribed position for emitting light;

an operation device to be operated by the game player, to be moved, and configured to detect light;

a position detector for detecting light from the light emitter at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device;

a command display, presented on the display screen, for commanding a prescribed operation to the game player; and

a control unit, said control unit for controlling a game based on the trace of the operation device detected by the position detector, configured to judge whether or not the game player has operated in accordance with the prescribed operation commanded by the command display, and for controlling the game based on a judgment result;

wherein on the display screen, a plurality of positions to which the game player can respond are configured to be displayed, and a command mark is configured to appear at a preset appearance position and to move to one of said plurality of positions; and

the control unit is configured to judge at a timing that the command mark arrives at said one of the positions whether or not the game player has responded to said one of the positions, and a judgment result is displayed near the position of the appearance position.

17. (Canceled)

18. (Withdrawn): A game apparatus operated by motions of a game player opposed to a display screen, comprising:

a light emitter to be disposed at a prescribed position for emitting light;

an operation device to be operated by the game player, to be moved, and configured to detect light;

a position detector for detecting light from the light emitter at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device;

a command display, presented on the display screen, for commanding a prescribed operation to the game player; and

a control unit, said control unit for controlling a game based on the trace of the operation device detected by the position detector, configured to judge whether or not the game player has operated in accordance with the prescribed operation commanded by the command display, and for controlling the game based on a judgment result;

wherein a plurality of positions to which the game player can respond are configured to be displayed on the display screen; and

the control unit is configured to allocate operation sound to said plurality of positions, wherein the operation sound is different for each position.

19. (Withdrawn): A game apparatus operated by motions of a game player opposed to a display screen, comprising:

a light emitter to be disposed at a prescribed position for emitting light;

an operation device to be operated by the game player, to be moved, and configured to detect light;

a position detector for detecting light from the light emitter at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device;

a command display, presented on the display screen, for commanding a prescribed operation to the game player; and

a control unit, said control unit for controlling a game based on the trace of the operation device detected by the position detector, configured to judge whether or not the game player has operated in accordance with the prescribed operation commanded by the command display, and for controlling the game based on a judgment result;

wherein a plurality of positions to which the game player can respond are configured to be displayed on the display screen; and

the control unit is configured to temporarily prohibit an operation of responding to one selected position, and to display that responding to the one selected position is prohibited.

20. (Withdrawn): A game apparatus operated by motions of a game player opposed to a display screen, comprising:

an operation device to be operated by the game player, to be moved, and configured to emit light;

a position detector for detecting light from the operation device at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device; and

a control unit for controlling a game, based on the trace of the operation device,
detected by the position detector;

wherein a plurality of positions to which the game player can respond is
configured to be displayed on the display screen;

an operation of responding to one selected position in the plurality of
positions is temporarily prohibited;

a light emitter is provided in the operation device operated by the game
player in the hand or on a part of the body of the game player;

the position detector is configured to detect based on the detected trace of
the operation device whether or not the game player has taken a specific pose
and retained the pose for a prescribed period of time; and

the control unit is configured to control the game, based on a detected
result of the pose.

21. (Withdrawn): A game apparatus according to claim 8, wherein

said plurality of positions are different from each other corresponding to a
height of the game player.

Claims 22-37 (Canceled)

38. (Withdrawn): A game apparatus operated by motions of a game player
opposed to a display screen, comprising:

an operation device, including an operation unit to be operated by the game player to be moved, and connected by a flexible cable to a signal unit for transmitting or receiving a position signal;

a position detector for receiving or transmitting the position signal from or to a signal unit of the operation device at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device;

a command display, presented on the display screen, for commanding a prescribed operation to the game player; and

a control unit, said control unit for controlling a game based on the trace of the operation device detected by the position detector, said control unit configured to judge whether or not the game player has operated in accordance with the prescribed operation commanded by the command display, and said control unit for controlling the game based on a judgment result;

wherein a plurality of positions to which the game player can respond is configured to be displayed on the display screen; and

the control unit is configured to display to which one of said plurality of positions the operation device corresponds.

39. (Withdrawn): A game apparatus operated by motions of a game player opposed to a display screen, comprising:

an operation device, including an operation unit to be operated by the game player to be moved, and connected by a flexible cable to a signal unit for transmitting or receiving a position signal;

a position detector for receiving or transmitting the position signal from or to a signal unit of the operation device at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device;

a command display, presented on the display screen, for commanding a prescribed operation to the game player; and

a control unit, said control unit for controlling a game based on the trace of the operation device detected by the position detector, said control unit configured to judge whether or not the game player has operated in accordance with the prescribed operation commanded by the command display, and said control unit for controlling the game based on a judgment result;

wherein on the display screen, a plurality of positions to which the game player can respond is configured to be displayed, and a command mark is configured to appear at a preset appearance positions and to move to one of said plurality of positions; and

the control unit is configured to judge, at a timing that the command mark arrives at said one of said positions, whether or not the game player has responded to said one of said positions, and to display a judgment result near said one of said positions.

40. (Withdrawn): A game apparatus operated by motions of a game player opposed to a display screen, comprising:

an operation device, including an operation unit to be operated by the game player to be moved, and connected by a flexible cable to a signal unit for transmitting or receiving a position signal;

a position detector for receiving or transmitting the position signal from or to a signal unit of the operation device at predetermined intervals to detect a trace of the operation device moved by the game player, the trace being made by connecting successive spatial positions of the operation device;

a command display, presented on the display screen, for commanding a prescribed operation to the game player; and

a control unit, said control unit for controlling a game based on the trace of the operation device detected by the position detector, said control unit configured to judge whether or not the game player has operated in accordance with the prescribed operation commanded by the command display, and said control unit for controlling the game based on a judgment result;

wherein on the display screen, a plurality of positions to which the game player can respond is configured to be displayed, and a movement indication among plural ones of said positions is configured to be displayed; and

the control unit is configured to judge whether or not the game player has moved a given operation device along the movement indication.

Claims 41-43 (Canceled)

44. (Currently amended): A game apparatus operated by a motion of a game player, comprising:

an operation device to be operated by the game player;

a position detector for detecting a trace of the operation by the game player, the trace being made by connecting successive spatial positions of the operation; and

a display unit for displaying game displays opposed to the game player,

the display unit being configured to display a first command mark on a display screen, which is blown out from a single prescribed appearance position in accordance with a rhythm of music, moves from the single prescribed appearance position to a first position ~~any~~ of a plurality of prescribed disappearance positions, and is drawn into the ~~prescribed disappearance~~ first position, in order to display a first ~~one~~ command to be carried out,

the display unit being configured to display ~~at least two~~ a second command mark on the display screen, ~~marks which is blown out from the single prescribed appearance position to a second position of said plurality of prescribed disappearance positions, and is drawn into the second position~~ indicate different operations, in order to display ~~another~~ a second command to be carried out,

the first position and the second position being different from each other and the first command and the second command being different from each other.

45. (Currently amended): A game apparatus operated by a motion of a game player, comprising:

an operation device to be operated by the game player;

a position detector for detecting a trace of the operation by the game player, the trace being made by connecting successive spatial positions of the operation; and

a display unit for displaying game displays opposed to the game player,

the display unit being configured to display ~~a prescribed position, and to display~~ a first command mark on a display screen, which is blown out from a single prescribed appearance position in accordance with a rhythm of music, moves from the single prescribed appearance position to a first position ~~any~~ of a plurality of prescribed disappearance positions, and is drawn into the first position ~~prescribed disappearance position~~, in order to display a first ~~one~~ command and to indicate a first path from the prescribed appearance position to the first ~~prescribed~~ position along which the game player is to carry out the operation,

the display unit being configured to display a second command mark on said display screen, which is blown out from said single prescribed appearance position in accordance with a rhythm of music, moves from the single prescribed appearance position to a second position of said prescribed disappearance positions, and is drawn into the second position, in order to display a second command, and to indicate a second path from the prescribed appearance position to the second position along with the game player is to carry out the operation.

the first position and the second position being different from each other,

the first path and the second path being different from each other,

the first command and the second command being different from each other.
~~displaying at least two command marks which indicate different operations, in order to display another command which the game player is to carry out.~~

46. (Currently amended): A game apparatus operated by a motion of a game player, comprising:

an operation device to be operated by the game player;

a position detector for detecting a trace of the operation by the game player, the trace being made by connecting successive spatial positions of the operation; and

a display unit for displaying game displays opposed to the game player,

the display unit being configured to display ~~a plurality of positions, and to display a plurality of different~~ a first command marks on a display screen, which ~~are~~ is blown out from a single prescribed appearance positions in accordance with a rhythm of music, moves from the single prescribed appearance position to a first position ~~any~~ of a plurality of prescribed disappearance positions, and ~~are~~ is drawn into the ~~prescribed disappearance~~ first position, in order to display a ~~plurality of first~~ command marks along a first path to ~~one of said plurality of the first~~ positions, such that when the first command marks arrives at ~~a selected~~ the first position, the game player carries out the operation as commanded by the first command marks,

the display unit being configured to display ~~at least two~~ a second command marks on the display screen, which is blown out from said single prescribed appearance position in accordance with a rhythm of music, moves from the single prescribed appearance position to a second position of said prescribed disappearance positions, and is drawn into the second position, in order to display a second command along a second path to the second position, such that when the second command mark arrives at the second position, the game player carries out the operation as commanded by the second command mark,

the first position and the second position being different from each other,

the first path and the second path being different from each other,

the first command and the second command being different from each other.
~~which indicate different operations, in order to display another command which the~~
~~game player carries out as commanded by the command marks.~~

47. (Currently amended): A method for displaying a game operated by a motion of a game player, the method comprising:

displaying on a display screen visible to said game player a ~~plurality of first~~ command marks which ~~are~~ is blown out from a single prescribed appearance positions in accordance with a rhythm of music, moves from the single prescribed appearance position to ~~any of a first position of a~~ plurality of prescribed disappearance positions, and ~~are~~ is drawn into the ~~prescribed disappearance first~~ positions, in order to display a ~~plurality of first~~ command marks corresponding to movement of an operation by said game player, said first command marks being displayed one by one from a ~~the~~ single ~~initial display prescribed appearance~~ position in accordance with a rhythm of music, and

displaying on said display screen visible to said game player a second command mark which is blown out from said single prescribed appearance position in accordance with a rhythm of music, moves from the single prescribed appearance position to a second position of said prescribed disappearance positions, and is drawn into the second position, in order to display a second command corresponding to movement of an operation by said game player, the second command mark being displayed one by one form the single prescribed appearance position in accordance with a rhythm of music, and

detecting a trace of the operation by the game player, the trace being made by connecting successive spatial positions of the operation,

the first position and the second position being different from each other,

the first command and the second command being different from each other.

~~the command marks containing at least two operational commands different from each other, and an initial appearance direction thereof indicating a command of carrying out the operation to the prescribed position.~~

48. (Currently amended): A method for displaying a game operated by a motion of a game player, the method comprising:

displaying on a display screen visible to said game player a first command mark,
~~device a prescribed position~~ which is blown out from a single prescribed appearance position in accordance with a rhythm of music, moves from the single prescribed appearance position to a first position of any of a plurality of prescribed disappearance positions, and is drawn into the ~~prescribed disappearance~~ first position, in order to display a first plurality of command marks corresponding to movement of an operation by said game player, ~~said the first~~ command marks initiating at the single said prescribed ~~initial display appearance~~ position in accordance with rhythm of music and moved along a first track to the first prescribed position,

~~the command marks containing at least two or more different operational commands, the movement track commands movement of an operation to the prescribed position, and~~ displaying on said display screen visible to said game player a second command mark which is blown out from said single prescribed appearance position in accordance with a rhythm of music, moves from the single prescribed appearance position to a second position of said prescribed disappearance positions, and is drawn into the second position, in order to display a second command corresponding to movement of an operation by said game player, the second command

mark initiating at the single prescribed appearance position in accordance with rhythm of music and moved along a second track to the second position, and

detecting a trace of the operation by the game player, the trace being made by connecting successive spatial positions of the operation,

the first position and the second position being different from each other,

the first path and the second path being different from each other,

the first command and the second command being different from each other.

49. (Currently amended): A method for displaying a game operated by a motion of a game player, the method comprising:

displaying on a display screen a plurality of positions corresponding to possible positions of an operation by said game player,

displaying on the display screen a ~~plurality of different~~ first command marks which ~~is are~~ blown out from a single prescribed appearance position in accordance with a rhythm of music, moves from the single prescribed appearance position to a first position ~~any~~ of a plurality of prescribed disappearance positions, and ~~is are~~ drawn into the ~~prescribed disappearance~~ first position, in order to display a first command ~~plurality of command marks~~ being moved along a first path ~~respective paths~~ to the first position ~~respective selected positions~~,

commanding the game player to move in a first prescribed manner in accordance with the first ~~each of said~~ command marks when the first ~~said~~ command marks arrives ~~at said respective selected positions~~ the first position, and

displaying on said display screen a second command mark which is blown out from said single prescribed appearance position in accordance with a rhythm of music, moves from the single prescribed appearance position to a second position of said plurality of positions, and is drawn into the second position, in order to display a second command being moved along a second path to the second position,

commanding the game player to move in a second prescribe manner in accordance with the second command mark when the second command mark arrives at the second position, and

detecting a trace of the operation by the game player, the trace being made by connecting successive spatial positions of the operation,

the first position and the second position being different from each other,

the first path and the second path being different from each other,

the first command and the second command being different from each other.

Claims 50-51 (Canceled)

52. (Currently amended) A game apparatus operated by motions of a game player opposed to a display screen comprising:

an operating means to be operated by the game player;

a position detector for detecting a trace of the operation by the game player, the trace being made by detecting a plurality of successive spatial positions of the operation by the game player and connecting said plurality of detected positions;

a display unit for displaying a game display opposed to the game player, and
~~the display unit being configured to display a command mark on a display screen,~~
~~which is blown out from a single prescribed appearance position, moves from the~~
~~single prescribed appearance position to any of a plurality of prescribed disappearance~~
~~positions, and is drawn into the prescribed disappearance position, in order to display~~
~~one command to be carried out; and~~

a control unit for controlling a game, based on the detected trace of the
operation;

a control unit for controlling a game, based on the detected trace of the
operation,

the display unit being configured to display a first command mark on a
display screen, which is blown out from a single prescribed appearance position in
accordance with a rhythm of music, moves from the single prescribed appearance
position to a first position of a plurality of prescribed disappearance positions, and is
drawn into the first position, in order to display a first command to be carried out,

the display unit being configured to display a second command mark on said
display screen, which is blown out from said single prescribed appearance position in
accordance with a rhythm of music, moves from the single prescribed appearance
position to a second position of said prescribed disappearance positions, and is drawn
into the second position, in order to display a second command to be carried out,

the first position and the second position being different from each other,

the first command and the second command being different from each other.

53. (Currently amended): A game apparatus operated by a motion of a game player, comprising:

a position detector for detecting movement induced by the game player, the movement corresponding to a trace being made by connecting successive spatial positions of the movement; and

a display unit for displaying game displays opposed to the game player,

the display unit being configured to display a first command mark on a display screen, which is blown out from a single prescribed appearance position in accordance with a rhythm of music, moves from the single prescribed appearance position to a first position ~~any~~ of a plurality of prescribed disappearance positions, and is drawn into the ~~prescribed disappearance~~ first position, in order to display ~~one~~ a first command, ~~at least two command marks indicating at least two movements different from each other in accordance with a rhythm of music,~~ and to command ~~the prescribed~~ the first position to which the first command mark is to be drawn;

the display unit being configured to display a second command mark on said display screen, which is blown out from said single prescribed appearance position in accordance with a rhythm of music, moves from the single prescribed appearance position to a second position of said prescribed disappearance positions, and is drawn into the second position, in order to display a second command, and to command the second position to which the second command mark is to be drawn,

the first position and the second position being different from each other,

the first command and the second command being different from each other.

54. (Currently amended): A game apparatus operated by a motion of a game player, comprising:

a position detector for detecting movement induced by the game player, the movement corresponding to a trace being made by connecting successive spatial positions of the movement; and

a display unit for displaying game displays opposed to the game player,

the display unit being configured to display a first command ~~prescribed position, and to display a command mark~~ on a display screen, which is blown out from a single prescribed appearance position in accordance with a rhythm of music, moves from the single prescribed appearance position to a first position ~~any~~ of a plurality of prescribed disappearance positions, and is drawn into the ~~prescribed disappearance~~ first position, in order to display ~~at least two~~ a first command ~~marks indicating at least two movements different from each other in accordance with a rhythm of music,~~ and to indicate a first path from the single prescribed appearance position to the first ~~prescribed~~ position along which the game player is to carry out the movement,;

the display unit being configured to display a second command mark on said display screen, which is blown out from said single prescribed appearance position in accordance with a rhythm of music, moves from the single prescribed appearance position to a second position of said prescribed disappearance positions, and is drawn into the second position, in order to display a second command, and to indicate a second path from the single prescribed appearance position to the second position along which the game player is to carry out the movement,

the first position and the second position being different from each other,

the first path and the second path being different from each other,

the first command and the second command being different from each other.

55. (Currently amended): A game apparatus operated by a motion of a game player, comprising:

a position detector for detecting movement induced by the game player, the movement corresponding to a trace being made by connecting successive spatial positions of the movement; and

a display unit for displaying game displays opposed to the game player,

the display unit being configured to display a ~~plurality of positions, and to display a plurality of different~~ first command marks on a display which ~~are~~ is blown out from a single prescribed appearance position in accordance with a rhythm of music, moves from the single prescribed appearance position to a first position ~~any~~ of a plurality of prescribed disappearance positions, and ~~is~~ are drawn into the first ~~one of the prescribed disappearance positions, in order to display a plurality of first~~ command marks along a first path to the first ~~one of said plurality of~~ positions, such that when the first command marks arrives at the first ~~a selected~~ position, the game player carries out the ~~movement operation~~ as commanded by the first command marks,

the display unit being configured to display a second command mark on said display screen, which is blown out from said single prescribed appearance position in accordance with a rhythm of music, moves from the single prescribed appearance position to a second position of said prescribed disappearance positions, and is drawn into the second position, in order to display a second command along a second path to the second position, such that when the second command mark arrives at the second

position, the game player carries out the operation as commanded by the second command mark,

the first position and the second position being different from each other,

the first path and the second path being different from each other,

the first command and the second command being different from each other.

56. (Currently amended) A game apparatus operated by motions of a game player opposed to a display screen comprising:

a position detector for detecting movement induced by the game player, the movement corresponding to a trace being made by detecting a plurality of successive spatial positions of the movement by the game player and connecting said plurality of detected positions;

a display unit for displaying a game display opposed to the game player, and
~~the display unit being configured to display a command mark on a display screen,~~
~~which is blown out from a single prescribed appearance position, moves from the~~
~~single prescribed appearance position to any of a plurality of prescribed disappearance~~
~~positions, and is drawn into the prescribed disappearance position, in order to display~~
~~one command to be carried out; and~~

a control unit for controlling a game, based on the detected trace of the
operation, movement.

the display unit being configured to display a first command mark on a
display screen, which is blown out from a single prescribed appearance position in
accordance with a rhythm of music, moves from the single prescribed appearance

position to a first position of a plurality of prescribed disappearance positions, and is drawn into the first position, in order to display a first command to be carried out,

the display unit being configured to display a second command mark on said display screen, which is blown out from said single prescribed appearance position in accordance with a rhythm of music, moves from the single prescribed appearance position to a second position of said prescribed disappearance positions, and is drawn into the second position, in order to display a second command to be carried out,

the first position and the second position being different from each other,

the first command and the second command being different from each other.

57. (Currently amended) A game apparatus operated by motions of a game player opposed to a display screen comprising:

an operating means to be operated by the game player;

a displaying means for displaying a game display opposed to the game player, ~~and the display unit being configured to display a command mark on a display screen, which is blown out from a single prescribed appearance position, moves from the single prescribed appearance position to any of a plurality of prescribed disappearance positions, and is drawn into the prescribed disappearance position, in order to display one command to be carried out; and~~

a detecting means for detecting a trace of the operation by the game player, the trace being made by detecting a plurality of successive spatial positions of the operation by the game player and connecting said plurality of detected positions;

the display means being configured to display a first command mark on a display screen, which is blown out from a single prescribed appearance position in accordance with a rhythm of music, moves from the single prescribed appearance position to a first position of a plurality of prescribed disappearance positions, and is drawn into the first position, in order to display a first command to be carried out,

the display means being configured to display a second command mark on said display screen, which is blown out from said single prescribed appearance position in accordance with a rhythm of music, moves from the single prescribed appearance position to a second position of said prescribed disappearance positions, and is drawn into the second position, in order to display a second command to be carried out,

the first position and the second position being different from each other,

the first command and the second command being different from each other.

58. (Currently amended) A method for displaying a game operated by motions of a game player, the method comprising:

displaying a first command mark on a display screen, which is blown out from a single prescribed appearance position in accordance with a rhythm of music, moves from the single prescribed appearance position to a first position ~~any~~ of a plurality of prescribed appearance positions, and is drawn into the first ~~prescribed disappearance~~ position, in order to display a first ~~one~~ command to be carried out;

displaying a second command mark on said display screen, which is blown out from said single prescribed appearance position in accordance with a rhythm of music, moves from the single prescribed appearance position to a second position of

said prescribed disappearance positions, and is drawn into the second position, in order to display a second command to be carried out,

detecting a trace of the operation by the game player, the trace being made by detecting a plurality of successive spatial positions of the operation by the game player and connecting said plurality of detected positions; and

controlling a game, based on the detected trace of the operation;

the first position and the second position being different from each other,

the first command and the second command being different from each other.

59. (Currently amended) ~~A game apparatus operated by motions of a game player opposed to a display screen comprising:~~

~~a position detector for detecting a trace of the operation by the game player, the trace being made by detecting a plurality of successive spatial positions of the operation by the game player and connecting said plurality of detected positions;~~

~~a display unit for displaying a game display opposed to the game player, the display unit being configured to display a command mark on a display screen, which is blown out from a single prescribed appearance position, moves from the single prescribed appearance position to any of a plurality of prescribed disappearance positions, and is drawn into the prescribed disappearance position, in order to display one command to be carried out; and~~

~~a control unit for controlling a game, based on the detected trace of the operation.~~

A method for displaying a game operated by motions of a game player, the method comprising:

displaying a first command mark on a display screen, which is blown out from a single prescribed appearance position in accordance with a rhythm of music, moves from the single prescribed appearance position to a first position of a plurality of prescribed disappearance positions, and is drawn into the first position, in order to display a first command, and to indicate a first path from the single prescribed appearance position to the first position along which the game player is to carry out the movement,

displaying a second command mark on said display screen, which is blown out from said single prescribed appearance position in accordance with a rhythm of music, moves from the single prescribed appearance position to a second position of said prescribed disappearance positions, and is drawn into the second position, in order to display a second command, and to indicate a second path from the single prescribed appearance position to the second position along which the game player is to carry out the movement,

detecting a trace of the operation by the game player, the trace being made by detecting a plurality of successive spatial positions of the operation by the game player and connecting said plurality of detected positions; and

controlling a game, based on the detected trace of the operation,

the first position and the second position being different from each other,

the first path and the second path being different from each other,

the first command and the second command being different from each other.

60. (Currently amended) ~~A game apparatus operated by motions of a game player opposed to a display screen comprising:~~

~~an operating means to be operated by the game player;~~

~~a displaying means for displaying game display opposed to the game player, the display unit being configured to display a command mark on a display screen, which is blown out from a single prescribed appearance position, moves from the single prescribed appearance position to any of a plurality of prescribed disappearance positions, and is drawn into the prescribed disappearance position, in order to display one command to be carried out; and~~

~~a detecting means for detecting a trace of the operation by the game player, the trace being made by detecting a plurality of successive spatial positions of the operation by the game player and connecting said plurality of detected positions.~~

A method for displaying a game operated by motions of a game player, the method comprising:

displaying a first command mark on a display screen, which is blown out from a single prescribed appearance position in accordance with a rhythm of music, moves from the single prescribed appearance position to a first position of a plurality of prescribed disappearance positions, and is drawn into the first position, in order to display a first command along a first path to the first position, such that when the first command mark arrives at the first position, the game player carries out the operation as commanded by the first command mark,

displaying a second command mark on said display screen, which is blown out from said single prescribed appearance position in accordance with a rhythm of

music, moves from the single prescribed appearance position to a second position of said prescribed disappearance positions, and is drawn into the second position, in order to display a second command along a second path to the second position, such that when the second command mark arrives at the second position, the game player carries out the operation as commanded by the second command mark,

detecting a trace of the operation by the game player, the trace being made by detecting a plurality of successive spatial positions of the operation by the game player and connecting said plurality of detected positions; and

controlling a game, based on the detected trace of the operation,

the first position and the second position being different from each other,

the first path and the second path being different from each other,

the first command and the second command being different from each other.